

Enter-Exit System for All BCG Vehicles by BoneCracker Games

If your project doesn't have **BoneCracker Games Shared Assets** folder, you must import it to your project. All other BCG vehicle assets have same package.

Package can be found at;

RealistikTankController/For BoneCracker Games Shared Assets.

After importing it to your project, you can add Enter-Exit System to your scenes. There are only 3 scripts for this.

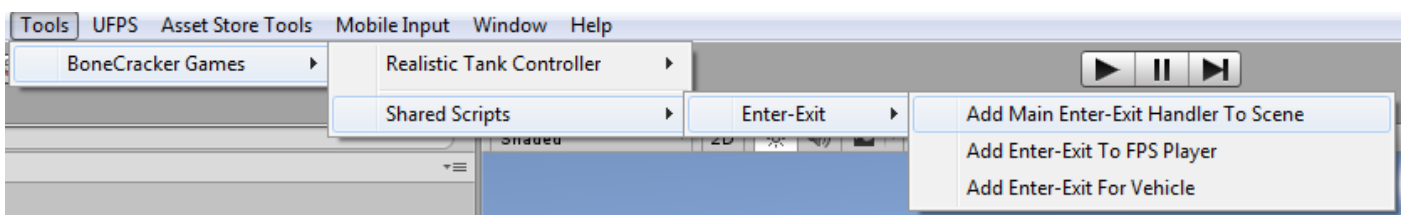
BCG_EnterExitHandler

BCG_EnterExitVehicle

BCG_EnterExitPlayer

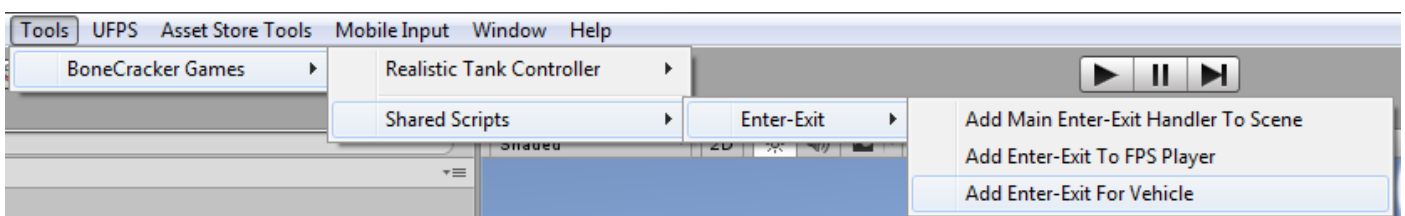
BCG_EnterExitHandler

Manages all events when player entered or exited any vehicle. Must be attached to a gameobject on your scene. You can create it from [Tools → BoneCracker Games → Shared Assets → Add Main Enter-Exit Handler To Scene](#).



BCG_EnterExitVehicle

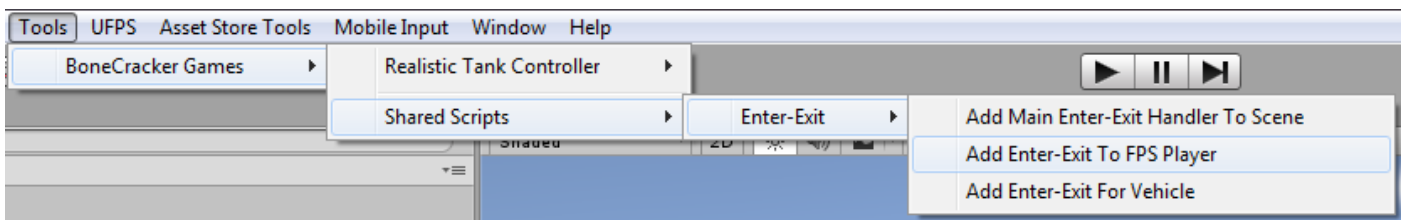
Must be attached to root of your vehicle. It starts / stops engine and enabling / disabling canControl bool in vehicle controller scripts. You can add it to your vehicle from [Tools → BoneCracker Games → Shared Assets → Add Enter-Exit System To Vehicle](#).



BCG_EnterExitPlayer

Must be attached to root of your FPS player. It enables / disables the player and sets parent to vehicle with centered position and rotation.

You can add it to your FPS player from **Tools → BoneCracker Games → Shared Assets → Add Enter-Exit System To FPS Player.**



Contact

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